Legend

- Applied upon Character Activation
- **REACTION -** Tokens with this symbol can be applied during a reaction when appropriate.
- **WEAPON ATTACK** - Attack skill using your weapon.
- **NON-PREVENTABLE -** This damage cannot be prevented by any effect, including SHIELDS. No REACTIONS.

Redundant Conditions (Max 1)

KNOCK DOWN	RANGER'S MARK	SLOW	STEALTH	STUN
Cancel next MOVE action gained, **discard**.	+1 DMG for all RANGER attacks.	-2 MOVEMENT on next MOVE action gained, **discard.**	Hidden; can be hit by STRIKE and Darkness. **Discard** on next turn or ⚔ attack (x2 DMG).	Player: -1 Cube Action, **discard.** Monster: No attack, **discard.**

Traps (1 per Ability)

BEAR TRAP	FIRE TRAP	POISON TRAP
PLACEMENT: Center of AREA (Blue Square) *Triggered on Enemy Activation/Movement in AREA.*		
All enemies in AREA take 2 Damage (🩸), BLEED 2, **discard.**	All enemies in AREA take 2 Damage (🩸), BURN 4, **discard.**	All enemies in AREA take 2 Damage (🩸), POISON 2, **discard.**

Passive (No Max)

+X DAMAGE	+X MOVEMENT	+X HEALTH
1	1	30+

Game Symbols

DIFFICULT TERRAIN	LARGE MONSTER
-1 MOVEMENT during MOVE (once per turn)	Immunity to KNOCK DOWN, PUSH, STUN and TELEKINESIS

Stackable Conditions (Max 4)

BLEED	BURN	POISON	INTIMIDATE
Take X Damage (🩸), **discard all.**	Take X Damage (🩸), **discard 1.**	Take X Damage (🩸). **CLEANSE to discard all.**	-X DMG to next attack, **discard all.**

Stackable Resources (Max 4)

FOCUS	FRUIT OF LIFE	FURY	KI	SHIELD
Discard X to use Focus ability.	*Consumable Use* SELF, HEAL 2, **discard.** *Exchangeable*	**Discard** (1 per turn or reaction) for +1 DMG to an attack.	**Discard** (1 per turn) to make a ⚔ attack with +0 HIT.	**Discard X** for -X Damage, must be used before health loss and PREVENT.

Game Objects

CHEST · EVENT · INITIATIVE · INTERACTION · NPC (6 colors) · TIME

CoD: AoD Cheatsheet

Updated: Oct 16, 2022

Created by KarnEdge

Primary Target

- **STANDARD:** Strongest Hero (Most health > Fastest initiative) ***Note:*** *Initiative location is the Tie Breaker.*
- **BLOODSEEKER:** Weakest Hero (Lowest health > Slowest)
- **COVETOUS:** Most Resource tokens > Fastest
- **DEFIANT:** Most Vigorous Hero (Most available AC > Fastest)
- **RECKONER:** Most Corrupted Hero (Most CC > Fastest)
- **RELENTLESS:** Most Tired Hero (Fewest available AC > Slowest)
- **SLAUGHTER:** NPC Tokens (non-Companions)

Monster Turn (pg. 39)

1. Resolve Condition effects.
2. Trigger Abilities in PINK.
3. Preparation – Check for the following:
   - Multi-Target Attack? Reach as many **Heroes** as possible.
   - Seek PRIMARY TARGET among groups or within Range.
   - Try to be on top of Darkness for +2 DMG.
4. MOVE the Monster, if needed, the shortest path necessary, except to avoid Damage **if possible**, towards their Target(s). If Target is not within Range, they will get as close as possible.
5. Attack
6. Flip Monster card, if it has complex behavior (eg; SIDE A).

NOTE: *If a Monster has no Target (STEALTH), they will not MOVE or Attack.*
IMPORTANT: *A **Ranged** Monster cannot Attack while **ENGAGED IN COMBAT**.*

ENGAGED IN COMBAT: When a Character is adjacent to an Enemy. Ranged Attacks and most Minor Actions are not allowed.

Expansions

CORE · MONSTER PACK · SPOILS OF WAR · RUIN OF LUCCANOR · SHADOW WORLD · DESERT OF HELLSCAR · UNDEAD DRAGON

Hero Turn (pg. 13)

1. Resolve Condition effects / REGAIN YOUR BREATH
2. Ability Passives that trigger at beginning of turn
3. In any order, the hero may take:
   - A Free MOVE Action
   - Up to two Cube Actions
   - Any Minor Actions (up to once each per turn):
     - Use Focus Abilities
     - Use a Consumable Item
     - Exchange Items* (See right)
     - Interact* (Adjacent)
     - Open a Door* (Adjacent)
     - Search a Chest* (Adjacent)

     ** Cannot be used while **ENGAGED IN COMBAT**.*
   - A Willing Recall Action (If 2 or less **AC** colors)
     - Perform RECALL ACTION, end turn.

NOTE: *A Hero is not required to take any Actions on their turn.*
UNWILLING RECALL ACTION: *If a Hero runs out of **AC** at any time, they must immediately take an RECALL ACTION.*

Exchange Items

Equip/Unequip: Swap any unblocked equipped item from bag, or just equip/unequip.
Give Item: Give any bag item to adjacent hero's bag.
Take Item: Take any bag item from a willing adjacent Hero to your bag or consume it.

Trap Die

BLEED 2 · BURN 2 · POISON 2 · SLOW

RECALL ACTION (pg. 20)

Hero returns all of their spent and expended AC to their Available AC pool, and must take CC and assign them to Hero or Dungeon Role skills.

NOTE: *Standard is 1 CC, but some adventures may increase this penalty.*

SUMMONING COMMANDERS AND OVERLORDS (pg. 42)

Draw a Commander/Overlord card (and mini), and place on Initiative Track.
Draw (1 per Hero) Commander/Overlord Attack Cards, place on Initiative.

Starting HP: Health Value ( ) times **CP** (# + Heroes).

KNOCKING OUT A HERO

When a Hero reaches 0 Health, they are KNOCKED OUT and must do the following:

1. Lay their miniature down (As a reminder)
2. Remove any Conditions (Not Resources)
3. Perform a FREE RECALL ACTION
4. Assign a **TC** to one of their Hero or Dungeon Role skills
5. Erase any AURAS on their Campaign Sheet

NOTE: *While KNOCKED OUT, a Hero cannot be a Target or take any Actions or REACTIONS.*
NOTE: *A Hero KNOCKED OUT by Condition damage may immediately REGAIN THEIR BREATH.*

At beginning of their next turn, the Hero REGAINS THEIR BREATH and recovers all their Health. Stand the miniature up and continue their turn as normal.

DARKNESS BEHAVIOR (pg. 44)

Tries to reach the **Strongest Hero** not on top of Darkness.
"Crush": If all Heroes are already on top of Darkness when a Rune is drawn, skip spawning tile and all Heroes take N Damage ( ). (N = Number of Heroes)

NOTE: *If a tile does not fit on the map when spawned, it must be broken down to 3 small Darkness tiles then chase their Target.*
NOTE: *Place runes on Initiative Track even if the "Crush" occurs.*

DARKNESS EFFECTS (STANDING ON IT) (pg. 46)

Deals 2 Damage ( ) to a Hero (once per turn), Companion or Pet caught by it when spawned; stepped on it for first time in a turn; or ended their turn on top of it.

Heroes: Imposes a -2 HIT penalty.

Monsters: Gives +2 DMG bonus.
NOTE: *Commander, Overlord & Boss Attack cards are not buffed, only their Monster card Attacks.*

( ) REACTION: Skill that can be used in response to a threat (taking preventable damage). Each hero can only use one Reaction per threat. Shields must be applied before and Reactions can still be used even if damage has been reduced to 0.

( ) SPELL ATTACK: Magic skill that always succeeds, inflicting damage.

( ) WEAPON ATTACK: Attack skill using your Weapon. Roll D20, attack succeeds if roll is equal to or greater than Weapon hit chance after applying HIT modifiers. Attacking from a higher level than the Target gives +2 HIT; however, attacking from a lower level gives -2 HIT. By default, before HIT modifiers, a roll of 1 is always a Critical Failure and a roll of 20 is a Critical Hit (x2 DMG).

+ or -X DMG: X value is added to or subtracted from the Damage your Attack inflicts. Critical Hits and x2 DMG also double this.

+ or-X HIT: Make a Weapon Attack adding (or subtracting) the X value to your die roll. Only affects Accuracy, not getting a Critical Hit.

+X MOVEMENT: You received X additional movement points for every Move effect gained.

ACTION CUBES (AC): Colored cubes spend by Heroes to use their skills.

ADJ OR ADJACENT: This effect can only affect a Target in an adjacent square to the casting Character, regardless of the Skill's Range.

AREA: Refers to a blue square on a map tile.

"ALL": An effect with this term means equivalent to the damage the Target is receiving. The effect still only applies to one Target of an attack, not both or more, during MULTISHOT, CLEAVE or STRIKE.

AMBUSH: Monster teleports to any unoccupied space adjacent to its target of that target's choice. Suffers from terrain landed on.

ATTACK TWICE: Monster moves once then attacks two times. Each attack is resolved separately (includes reactions). If character is out of range between attacks, the monster may choose another target for 2nd attack as long it doesn't have to move.

AURA: A hero can only have one and is removed when the hero is KNOCKED OUT and receives a TC. (Not removed during Camp Phase)

CHARACTER: Heroes, Monsters, Pets, NPCs, and Companions. All can receive effects like PREVENT, but only characters with cards or boards can hold Conditions or Resources.

CLEANSE X: Target removes up to X CC and all POISON from its board.

CLEAVE X: Target up to X enemies adjacent to attacker as single Attack Roll.

COMMAND: Activates the next Strongest Monster (not itself), then continues its turn.

COMPANIONS: Activates after the hero they follow, Move then Attack. Will only be attacked if no hero is in range. Top left number is STURDINESS. Can hold SHIELDS and receive PREVENT effects. Discharged during Camp Phase.

COPY EFFECT: Copies effect of another Hero skill including its base color (range). Dungeon Roll Skills, Equipment Skills and Reactions, unless stated otherwise, cannot be copied.

CUBE RANGE (CR): Defined by color of cube used.
Yellow (Melee) = Target on an adjacent SQUARE.
Red (Ranged) = Target on any SQUARE up to 1 AREA away.
Green (Agility) / Blue (Wisdom) = Target at any distance.

CUBE ACTION (CA): Spending an AC. A hero can perform 2 AC per turn and may use other actions before, between or after each AC. Reactions do not count.

CRIT X+: Roll X or more on D20 gives Critical Hit (x2 DMG). Does not inflict double conditions.

CURSE CUBES (CC): Black cubes that are allocated to Hero or Dungeon Roles skills which block their use. Hero is corrupted upon receiving a 6th CC and ends the adventure.

CURSE X: Target gains X CC as an effect.

DISARM: (Counts as FATIGUE) EXPEND all available Melee and Ranged AC.

DISCARD: Remove that thing from your board.

DRAIN Y X: Target loses X amount of Y and caster gains it. Reactions cannot be used.

ENEMY: Any character that is not in your party or an NPC. Heroes are monster's enemies.

EVOLVE: Monster gains +2 DMG and +1 MOVE.

EXPEND: Move an available AC to Expended AC box on hero board. Expended AC can be recalled but not used for skills while there.

FALLING DAMAGE: Character suffers 2 Damage ( ) when descending two levels in a single step.

FATIGUE X: Target must expend X (or as many as possible) of their available AC for no effect.

FLYBY: This pet freely returns to a SQUARE of their choice adjacent to its master after attacking. Only affected by terrain/Darkness once landed.

FREE RECALL ACTION: Hero takes a RECALL ACTION without taking a CC penalty.

HEAL X: Target regains X Health that cannot exceed max Health.

IMMUNITY to "CONDITION/EFFECT": This character cannot be affected by the conditions/effect. Stealth immunity means they can target that unit and cannot be surprised (x2 DMG).

JUMP X: Same as MOVE X but only affected by terrain landed on and can move through enemies. Not affected by FALLING DAMAGE. Climbing up 2 levels still costs 2 movement.

LOOT: If this companion deals the killing blow to an enemy, replace the Target with a Chest. It is safe (no Trap die on opening) and is only an OBJECT (not SOLID).

MAELSTROM: On Overlord's activation, you shuffle their Attack cards back into the deck and draw a new set (one per Hero).

MANIFEST: Randomly take one Rune from the bag and reveal it, triggering the effect. Does not spawn Darkness and is placed back in the bag.

MOVE X: Target may move up to X SQUARES orthogonally or diagonally. Cannot pass through SOLID OBJECTS or ENEMIES but can pass through not land on allies. Movement may be interrupted to do a Minor Action then continued, but using a CA or REACTION will lose remaining movement points.

MULTISHOT X: Character fires a single Ranged Attack at X different Targets within Range. Heroes make 1 attack roll.

OBJECT: Traps, Darkness tiles, or others specified as such. Characters can pass through and end movement on them.

OUTCOME: Only erased when commanded by another Interaction resolution.

PASSIVE: Ability is always active (including Commander Attack cards) unless blocked by TC or CC.

PAY X LIFE: Hero takes X Damage ( ) to apply benefits. Cannot use if X > current Health.

PENITENCE: Target takes 1 Damage ( ) per CC.

PREVENT X: Ignore up to X Damage that would be dealt to target within Range.

PROTECT: This character becomes the Target unless already a Target due to CLEAVE, MULTISHOT or STRIKE.

PUSH X: Push the Target X SQUARES away from the Caster in a straight line. Must be pushed entire length.

RANGE X: Range is counted using X AREAS away.

RECALL X: Recover X Spent or Expended AC.

REGAIN YOUR BREATH: Recover from being KNOCKED OUT.

REGENERATION X: Character regains X Health that cannot exceed max Health.

RETALIATE X: Inflict X Damage to attacker within CR or any range otherwise. Caster must be one of the targets.

ROLL X+: Triggers a benefit for attack roll on natural roll. +X HIT modifiers do not trigger this.

SHADOW AURA: A small Darkness tile is placed under Target.

SILENCE: (Counts as FATIGUE) EXPEND all Agility and Wisdom AC.

SOLID OBJECTS: Characters, Chests, Interactions, Piles of Runes, NPCs, and others specified as such during a setup.

SPLIT: Caster can split the effect among any number of targets within Range. Bonuses give to total not each split.

SQUARE: Refers to a white square on map tile.

STATUS: No maximum but are erased at Camp Phase.

STRIKE X: Targets all characters in X AREAS within Range. Melee must be AREAS adjacent to own SQUARE.

STURDINESS: Damage exceeding this number defeats the companion.

SWAP: Two objects trade positions amd CHARACTERS are affected by harmful terrain or Darkness landed on.

TELEKENSIS X: Move any small-sized object (including small Darkness tiles) or SOLID OBJECTS (except Interactions) up to X SQUARES. Target is affected by harmful terrain or Darkness landed on including FALLING DAMAGE.

TRAMPLE X: Pass through but not end on ENEMIES. Inflicts X Damage ( ) to each trampled enemy once.

TRAUMA CUBE (TC): Purple cubes that are allocated to Hero or Dungeon Roles skills which blocks their use. Hero is killed upon receiving a 2nd TC and ends the adventure.

TRICK OR TREAT: Tharmagar's controller chooses RANGE 1, HEAL 2 or RANGE 1, (BLEED 2 or BURN 2 or POISON 2).

UNIQUE: This pet can only be summoned a specific skill. Otherwise, once summoned, pet-activation skills can be used.

VICIOUS: Attack deals Damage ( ).

WILD CUBE: Considered to be any color AC. Hero Skill (not Dungeon Roles or Equipment) effects are doubled including conditions.

"X" VARIABLE: Any variable "X" on a Monster or Attack card means the number of Rune tokens on the Initiative Track that matches that Attack's Rune.